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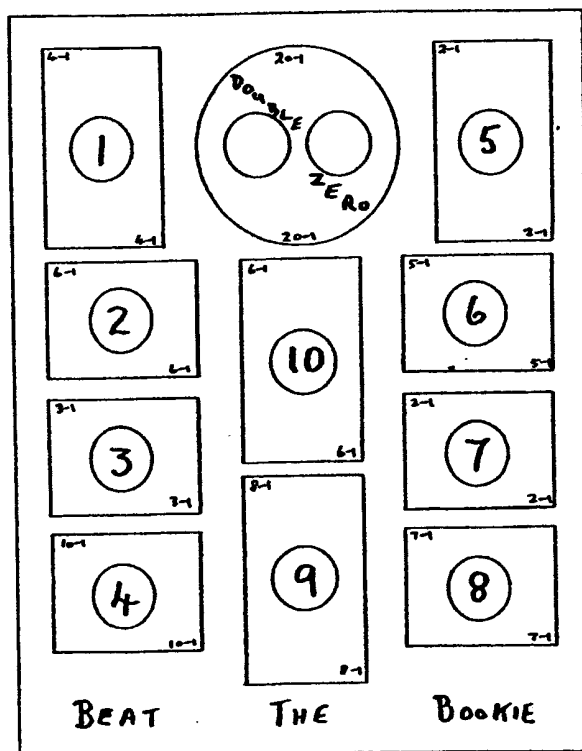
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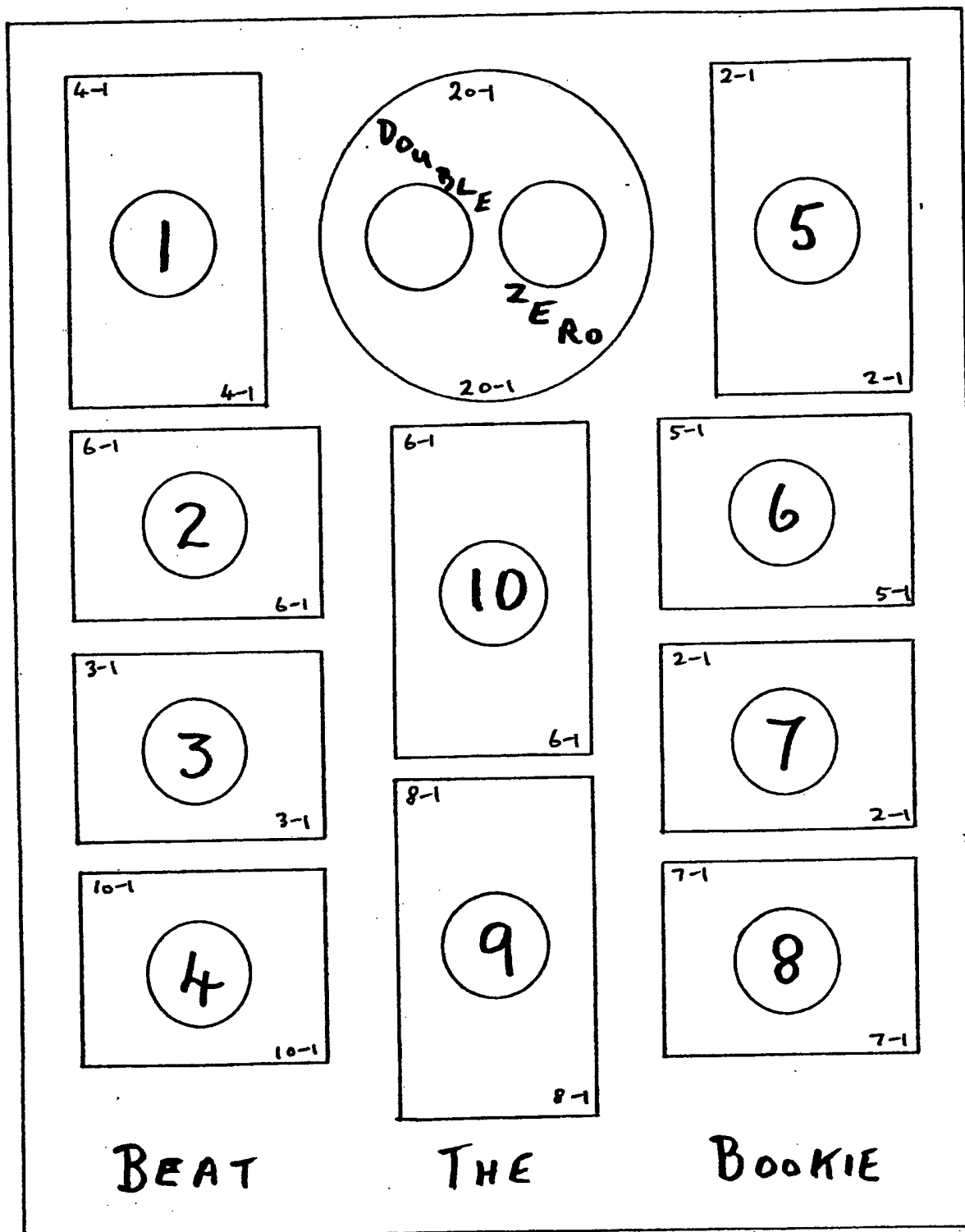
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(54) Betting game

(57) Apparatus for playing a betting game includes a pair of dice, each marked with numbers or symbols, a game board having play zones each carrying a number or combination of symbols which the dice can display together and an indication of odds payable against throwing that number or combination of symbols, a number of markers for each of a range of values, simulated money, and rules provided for one player to be the bookmaker with whom the remaining players place bets.



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Bookmaking Game

The present invention relates to a bookmaking game and comprises apparatus for playing such a game. An object of the invention is to simulate some at least of the interest and excitement which may be encountered in betting such as may be carried out at a race-course or in gaming clubs and the like, in a game which may be played in the home and without the attendant financial risk.

The game apparatus according to the present invention comprises a pair of dice, each marked with a different number or symbol on each face thereof, a game board marked with playing zones, each of which zones carries thereon a number or combination of symbols which is capable of being displayed in total by the two dice when thrown together, each of which zones further carries an indication of odds payable against a bet placed on that zone, a multiplicity of markers each marked with a value thereon, there being a plurality of mutually-distinguishable such markers of each value, simulated money in the form of banknotes and/or coins, and a set of rules for playing

the game, which rules include provision for one player to be the notional bookmaker and for the remaining players to bet the simulated money against the possibility of a chosen number or combination of symbols being displayed when both dice are thrown.

The two dice included in the game apparatus according to the invention may be conventional dice numbered on their faces with the numbers from 1 to 6 but it is particularly preferred to use dice different from these. Thus in one preferred form, each die bears the numbers from zero to five. In another form, the faces of the dice are marked with symbols, for example representations of fruit or of other different objects. Two dice which differ from each other may be used if desired but it is preferred to use two dice marked with the same numbers or symbols.

The game board may be of cardboard, such as is used for many board games, but the word "board" is used in the wider sense in which it is usually used for such games. That is, the game board may alternatively be of wood, paper, metal or of a rigid or flexible plastics material and may be designed to be foldable or to be rolled up when not in use.

The board is marked with playing zones, each of which carries a number or combination of symbols which is capable of being displayed by the two dice when both thrown. For example, if each dice is marked with the

figures from 0 to 5, then the zones are marked with numbers from 0 to 10. Similarly, if the dice are marked with fruit symbols, then the playing zones may be marked with such markings as two apples, or an apple and a banana.

5 On each of the playing zones, there is also marked an indication of odds payable against bets placed thereon. The odds indicated on a playing zone may be a true reflection of the possibility of the dice displaying the number or symbols marked on that zone or may be completely
10 arbitrary.

 The apparatus also includes a number of markers, by means of which each player may indicate the placing of a bet, the value of the bet being indicated upon the marker. In order to distinguish among the bets placed by different
15 players, the markers in turn should be mutually distinguishable. Thus, for example, to enable up to six players to place bets there may be six markers each of £10 value, those markers being of different colours or shapes. A range of markers of different values should be provided in each colour or
20 shape.

 Simulated money in the form of banknotes and/or coins is included in the game apparatus, sufficient being provided to enable each player to lose several bets without running out of the money, sufficient money further being provided
25 to pay the winnings of several successful bets.

 The game is played according to rules also included

in the game apparatus. Numerous variations are possible in the rules and indeed the rules may perhaps be varied before or in the course of a game by agreement among the players. However it is an essential feature of the rules of the game according to the present invention that one player shall fill the role of "bookmaker". The remaining players then play the game by placing bets, indicated by markers, upon the individual playing zones of the board. The intention is that the bookmaker holds the main initial body of money and pays the winnings on successful bets and collects the losses on unsuccessful bets. The odds marked on the board may be calculated to bias the game towards the survival of the bookmaker or towards the remaining players if desired. The rules may provide for a change of bookmaker if the player filling that role incurs significant losses.

One suitable form of game board which may be included in one embodiment of the apparatus according to the invention is shown, by way of example only, in the accompanying drawing. As can be seen, the game board has eleven playing zones marked thereon, ten of which are marked with the numbers from 1 to 10, the eleventh being identified as the "double zero" zone. Each zone has odds marked thereon, being the odds which will be paid against a successful bet placed on that zone.

A suitable set of rules for playing a game using

game apparatus according to the present invention, for example including the illustrated game board, may read as follows:

Rules for playing "Beat the Bookie"

5 Contents

One game board.

Two dice, marked with the figures 0 to 5.

One dice shaker.

36 coloured markers, being 6 values in six colours.

10 Money to the value of £40,000, in the following denominations:

£400 in £1 notes

£1,200 in £5 notes

£2,400 in £10 notes

15 £6,000 in £20 notes

£12,000 in £50 notes

£18,000 in £100 notes

Playing the Game

1. The game may be played by up to seven players.

20 Each player in turn throws the dice and the player throwing the highest number is the bookie, the others being "punters".

2. Before the game begins, each punter draws money to the value of £3,000, the balance being held by the bookie. Each punter is given six markers, all of the same colour but of different values.

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3. In each round of the game, each punter must place one or more markers on one or more of the squares on the board. The value of his bet is shown on the marker(s). The odds payable on a successful bet are shown in the square. Each punter must bet in each round, any amount of his choice. There are no limits to the total size of his bet. A punter may bet on more than one square but only one punter may bet on each square.
4. When all bets have been placed, the bookie throws the dice. A player on a winning square (that is, showing the number thrown by the two dice in total) is paid winnings by the bookie in accordance with the odds marked on the square.
5. Only the bookie may throw the dice.
6. If double-zero is thrown in a round in which no bets have been placed on that square, then each punter pays the bookie one hundred pounds.
7. When a punter runs out of money, he must drop out of the game. No borrowing is allowed.
8. If a punter acquires more money than the bookie, then the punter may, if he wishes, take over the book. The bookie may then play as a punter, using the money which he held as bookie.
9. The game is won by a player, either the bookie or a punter, when he has acquired all of the money in the game.

CLAIMS

1. Apparatus for playing a bookmaking game, which apparatus comprises a pair of dice, each marked with a different number or symbol on each face thereof, a game board marked with playing
5 zones, each of which zones carries thereon a number or combination of symbols which is capable of being displayed in total by the two dice when thrown together, each of which zones further carries an indication of odds payable against a bet placed on that zone, a multiplicity of markers each marked with a value
10 thereon, there being a plurality of mutually-distinguishable such markers of each value, simulated money in the form of banknotes and/or coins, and a set of rules for playing the game, which rules include provision for one player to be the notional bookmaker and for the remaining players to bet the
15 simulated money against the possibility of a chosen number or combination of symbols being displayed when both dice are thrown.
2. Game apparatus as claimed in claim 1, wherein each die bears the numbers from zero to five.
3. Game apparatus as claimed in claim 1, wherein each die
20 bears representations of fruit or of other different objects.
4. Game apparatus as claimed in any of the foregoing claims, wherein the mutually-distinguishable markers of each value are distinguished by being of different colours or shapes.

5. Game apparatus as claimed in any of the foregoing claims, wherein the rules further provide for a change of bookmaker if the player filling that role incurs significant losses.

6. Apparatus for playing a bookmaking game, substantially
5 as hereinbefore described with reference to the accompanying drawing.